

Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings, of the claims in the application:

1. (Currently Amended) A computer implemented method of providing a graphical display for a desktop application, comprising:

providing an application programming interface associated with a three-dimensional graphics module, the application programming interface to process two-dimensional scene graph commands including ~~at least one of two-dimensional scene graph object commands or~~ and two-dimensional scene graph display commands;

generating at least one two-dimensional scene graph object command to create a respective at least one two-dimensional object;

receiving the at least one two-dimensional scene graph object command with the three-dimensional graphics circuit module;[;]

generating two-dimensional scene graph data with ~~the a~~ a three-dimensional graphics circuit module in accordance with the receiving the at least one two-dimensional scene graph object command, the two-dimensional scene graph data including the at least one two dimensional object;

storing the two-dimensional scene graph data as part of a scene graph data group in a local memory disposed upon ~~the a~~ a three-dimensional graphics circuit module, wherein the three-dimensional graphics circuit module is coupled to a central processing unit, wherein the three-dimensional graphics circuit module includes a local processor coupled to the local memory;

generating a two-dimensional scene graph display command associated with the at least one two-dimensional object;

interpreting the two-dimensional scene graph display command with the three-dimensional graphics circuit module; and

23 rendering at least one two-dimensional image on the graphical display with the local  
24 processor in accordance with results of the interpreting, wherein the at least one two-dimensional  
25 image is derived from the at least one two-dimensional object stored in the local memory.

1 2. (Previously Presented) The method of Claim 1, wherein the generating the two-dimensional  
2 scene graph display command includes:

3 receiving object data associated with a selected one of the at least one two-dimensional  
4 object; and

5 associating the object data with the selected one of the at least one two-dimensional  
6 object to provide the two-dimensional scene graph display command.

1 3. (Original) The method of Claim 2, wherein the object data is provided by a radar system and  
2 is associated with at least one of an aircraft and a geographic feature.

1 4. (Original) The method of Claim 1, wherein the at least one two-dimensional object represents  
2 an aircraft.

1 5. (Previously Presented) The method of Claim 1, wherein the generating the two-dimensional  
2 scene graph data includes generating the two-dimensional scene graph data including at least one  
3 of a first two-dimensional scene graph data portion representing a land geography, and a second  
4 two-dimensional scene graph data portion representing one or more aircraft.  
5

1 6. (Previously Presented) The method of Claim 1, further comprising rendering at least one  
2 three-dimensional image on the graphical display in accordance with at least one three-  
3 dimensional object stored in the local memory.

1 7. (Previously Presented) The method of Claim 1, wherein the two-dimensional scene graph  
2 data includes at least one text object, the at least one two-dimensional object includes at least one

3 text character, and the at least one two-dimensional image includes at least one text character  
4 image.

1 8. (Currently Amended) A computer-readable storage medium having computer readable code  
2 thereon for providing a graphical display for a desktop application, the medium comprising:

3 instructions for providing an application programming interface associated with a three-  
4 dimensional graphics module, the application programming interface to process two-dimensional  
5 scene graph commands including ~~at least one of two-dimensional scene graph object commands~~  
6 ~~or~~ and two-dimensional scene graph display commands;

7 instructions for generating at least one two-dimensional scene graph object command to  
8 create a respective at least one two-dimensional object;

9 instructions for receiving the at least one two-dimensional scene graph object command  
10 with the three-dimensional graphics circuit module;[;]

11 instructions for generating two-dimensional scene graph data with ~~the~~ a three-  
12 dimensional graphics circuit module in accordance with the receiving the at least one two-  
13 dimensional scene graph object command, the two-dimensional scene graph data including the at  
14 least one two dimensional object;

15 instructions for storing the two-dimensional scene graph data as part of a scene graph  
16 data group in a local memory disposed upon ~~a~~ the three-dimensional graphics circuit module,  
17 wherein the three-dimensional graphics circuit module is coupled to a central processing unit,  
18 wherein the three-dimensional graphics circuit module has a local processor coupled to the local  
19 memory;

20 instructions for generating a two-dimensional scene graph display command associated  
21 with the at least one two-dimensional object;

22 instructions for interpreting the two-dimensional scene graph display command with the  
23 three-dimensional graphics circuit module; and

24 instructions for rendering at least one two-dimensional image on the graphical display  
25 with the local processor in accordance with results of the instructions for interpreting, wherein

26 the at least one two-dimensional image is derived from the at least one two-dimensional object  
27 stored in the local memory.

1 9. (Previously Presented) The computer-readable storage medium Claim 8, wherein the  
2 instructions for generating a two-dimensional scene graph display command include:  
3 instructions for receiving object data associated with a selected one of the at least one  
4 two-dimensional object; and  
5 instructions for associating the object data with the selected one of the at least one two-  
6 dimensional object to provide the two-dimensional scene graph display command.

1 10. (Previously Presented) The computer-readable storage medium Claim 9, wherein the object  
2 data is provided by a radar system and is associated with at least one of an aircraft and a  
3 geographic feature.

1 11. (Previously Presented) The computer-readable storage medium Claim 8, wherein the at least  
2 one two-dimensional object represents an aircraft.

1 12. (Previously Presented) The computer-readable storage medium Claim 8, wherein the  
2 instructions for generating the two-dimensional scene graph data include instructions for  
3 generating the two-dimensional scene graph data including at least one of a first two-dimensional  
4 scene graph data portion representing a land geography, and a second two-dimensional scene  
5 graph data portion representing one or more aircraft.

1 13. (Previously Presented) The computer-readable storage medium Claim 8, further comprising  
2 instructions for rendering at least one three-dimensional image on the graphical display in  
3 accordance with at least one three-dimensional object.

1 14. (Previously Presented) The computer-readable storage medium Claim 8, wherein the two-  
2 dimensional scene graph data includes at least one text object, the at least one two-dimensional

object includes at least one text character, and the at least one two-dimensional image includes at least one text character image.

15. (Currently Amended) A radar system for providing a graphical display, comprising:

a radar for providing radar data representative of an aircraft, wherein the radar data includes a range, an elevation, and an azimuth position of the aircraft, and wherein the radar data includes a radar-data identifier that associates the radar data with the aircraft;

a display processor having a scene graph command generator for generating a two-dimensional scene graph object command to create two-dimensional scene graph data including a respective two-dimensional object representative of the aircraft, and also for generating a two-dimensional scene graph display command to render on the graphical display a two-dimensional image representative of the two-dimensional object, wherein the display processor includes an association processor to:

receive the radar data; and

associate the radar data with the two-dimensional object representative of the aircraft;

an application programming interface, the application programming interface to process two-dimensional scene graph commands including ~~at least one of the two-dimensional scene graph object commands~~ command ~~and/or the two-dimensional scene graph display commands~~ command; and

a three-dimensional graphics circuit module coupled to the display processor and associated with the application programming interface, wherein the three-dimensional graphics circuit module includes a local memory disposed thereon and a local processor coupled to the local memory, wherein the three-dimensional graphics circuit module stores the two-dimensional scene graph data as part of a scene graph data group in the local memory, wherein the three-dimensional graphics circuit module interprets the two-dimensional scene graph display command, wherein the three-dimensional graphics circuit module generates the graphical display via the local processor in accordance with results of interpretation of the two-dimensional scene graph display command, resulting in the two-dimensional image on the graphical display,

27 wherein the two-dimensional image is derived from the two-dimensional object stored in the  
28 local memory.

1 16. (Canceled)

1 17. (Previously Presented) The system of Claim 15, wherein the radar data is also associated  
2 with a geographic feature.

1 18. (Cancelled)

1 19. (Previously Presented) The system of Claim 15, wherein the scene graph command  
2 generator is also for generating a three-dimensional scene graph object command to create a  
3 respective three-dimensional object.

1 20. (Previously Presented) The system of Claim 15, wherein the two-dimensional scene graph  
2 data includes at least one text object, the at least one two-dimensional object includes at least  
3 one text character, and the at least one two-dimensional image includes at least one text character  
4 image.

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1 21. (Canceled)

1 22. (Canceled)

1 23. (Canceled)

1 24. (Previously Presented) The method of Claim 1, wherein the three-dimensional graphics  
2 circuit module is a three-dimensional graphics circuit card.

- 1 25. (Previously Presented) The method of Claim 1, wherein the three-dimensional graphics  
2 circuit module generates the entire graphical display via the local processor.
- 1 26. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics  
2 circuit module is a three-dimensional graphics circuit card.
- 1 27. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics  
2 circuit module generates the entire graphical display via the local processor.
- 1 28. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics  
2 circuit module is a three-dimensional graphics circuit card.
- 1 29. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics  
2 circuit module is generates the entire graphical display via the local processor.